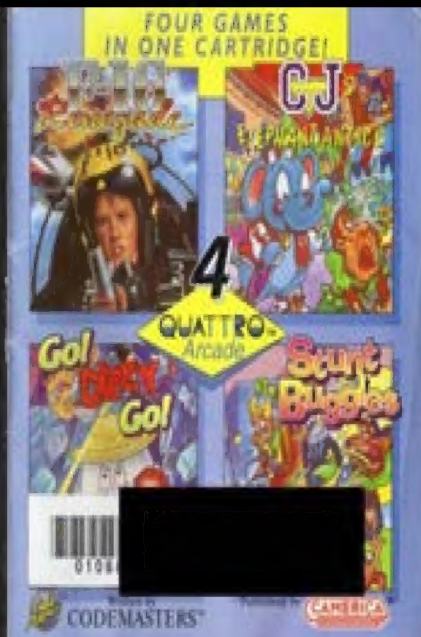
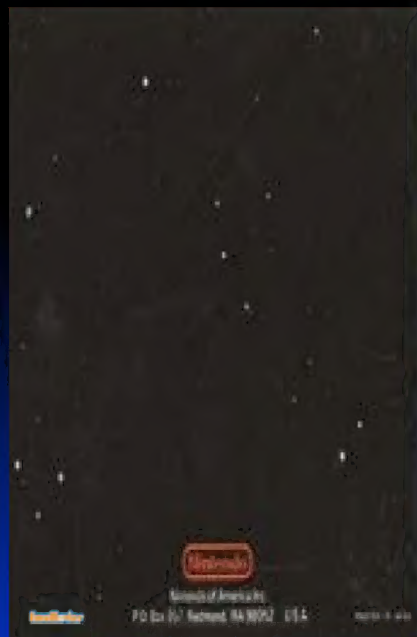


Nintendo ENTERTAINMENT SYSTEM



Nintendo ENTERTAINMENT SYSTEM



CODEMASTERS

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CODEMASTERS™ HELP LINE - 1 800 RESTART - 1 800 737 8276

Press the information button to find the help button. The help button is located on the right side of the game. If you are under 18, you MUST have your parents' permission. Nintendo games only.

HINTS AND SECRETS INCLUDED

- EXTRA LIVES
- LEVEL WARPS
- EXTRA POWER-UPS



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IMPORTANT INFORMATION

We recommend that you play a TV 20" or more high to enjoy the best of play. Use to avoid eye strain. Play the game in a well-lit room. Do not play for more than 1 hour at a time.

- DO NOT touch the controls of any TV set or plug.
- DO NOT use the game with any other device or plug it into any other device.
- DO NOT use the game with any other device or plug it into any other device.
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Please contact your TV manufacturer for more information.

GAME DOES NOT WORK OR PLAY? CUSTOMER HELPLINE TOLL FREE

1-800-737-8276
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CARTER GAMES

SELECT GAME



F-16 RENEGADE™



CJ's Elephant Antics™



Go! Dizzy Go!™



Stunt Buggies™

Choose your Game

By using ultra-large memory chips we are able to bring you four full-sized games on one cartridge. The first thing you will need to do when you Power-On is select which game you want to activate.

Use the SELECT button to point the arrow on the screen at the game you want to play.

Press the START button to activate the game, then read the section in this booklet about playing the game.

During play you can use the RESET button to start the chosen game again.

When you want to choose a new game you should Power-Off, wait a few seconds, and Power-On again.



The game selection screen

Nintendo ENTERTAINMENT SYSTEM

F-16 *Renegade*



Three air controllers who they soon learn is Farview High School. Behind the door to the computer room the mild-mannered head of department, Professor Hahn, is secretly plotting to take over the world!

Using only his PC Professor Hahn tapped into USAF's secret computer and set to motion a program which will assemble all of America's Air Force and automatically fly it as a mission to start World War III! Professor Hahn's inseparable sidekick hides the character of a real neophyte as he is destruction.

Todd Freeman is the only guy who can stop the apocalypse. As a student of Hahn, Todd discovered the devious plot and tried to warn the Air Force. Unfortunately the General at the time had thought Todd was a crazy kid and ignored his pleas.

Now Todd is about to take action himself. That night, coming to his assignment to finish, Todd went to the computer room and tapped into USAF's secret. Finding the right training program for the F-16 Falcon jet, he gave himself a crash course in combat flying. Realized that he could handle the F-16 Todd left the school and headed for the Air Base.

He snuck the perimeter fence without attracting attention and managed to keep the guard dogs at bay with some candy he had in his pocket. Soon he was in the cockpit of the F-16 and pleased to see the boys were still in the dark. He fired it up just in time as all around him other planes were being piloted through the runway as they took orders from professor Hahn's program.



F-16 Renegade

Nintendo ENTERTAINMENT SYSTEM

IT'S ALL IN YOUR HANDS...

You are Todd Freeman and you must Defeat Professor Helix's computer controlled Air Force to stop World War III. Good luck!



CONTROLLING THE F-16

Here are the details about the control systems of the F-16 which Todd learned when he broke in to the LISA computer:

Professor Helix had at work, putting the final touches to his unprecedented program.

- A button:** Fire a bullet (hold the button down for continuous fire or tap it quickly for rapid fire)
- B button:** Smart Bomb (you start out with one but you can pick up more as you progress through the game)

Up/Down:

Left & Right: Move the plane

Start: Pause

Select: Select One or Two player game on title screen

3

Airburst!!!



4



Small blue Power-Up



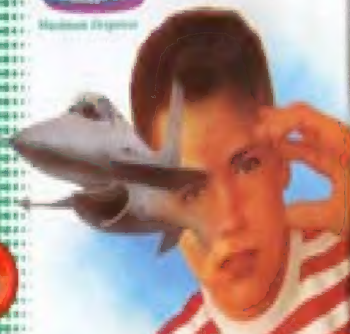
Maximum Weapons

WEAPONS SPECIFICATION

Pick-Ups can be set off by shooting all the planes in a blue squadron...

S: Smart Bomb, **P:** Weapons Power-Up, **L:** Extra Life

Each weapon is progressively more powerful. Some planes take more than one hit to kill with the weaker weapons.



5

TWO PLAYER GAME

This is a competitive Two player game; the aim is to out-survive your opponent...

As you hit an enemy, your opponent will rise up the screen, closer to the enemy and so closer to the danger!

There is a bar on the Two player panel with 6 dots. You must light all the dots to your colour...

White: player One and **Black:** player Two.

The Two player game is only played in the overhead sections.

FLYING TIP...

- Try to learn the movement patterns on the first level - you can pick up a lot of bonuses at the start if you can shoot the blue planes.
- Try to kill the ground based weapon sites quickly as they fire deadly homing missiles.
- There are 20 missions for Todd to complete, 10 overhead and 10 3-D.



Competitive / First

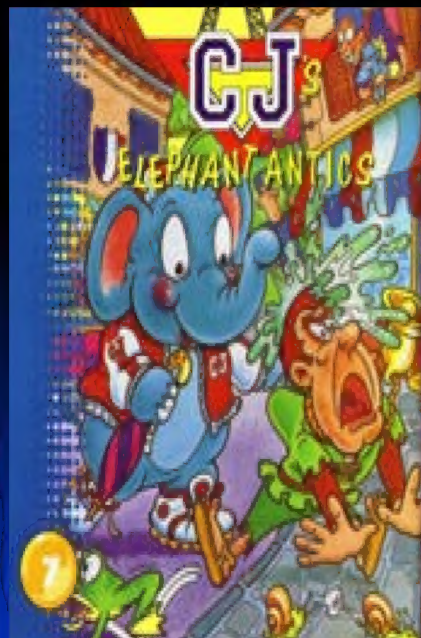


Ground Attack!



The 3-D section

6



CJ's elephant antics have landed him in BIG trouble this time. Out exploring the jungle far from home, he stumbled into an elephant trap! And now he was being flown to a zoo, destined to spend the rest of his life in captivity!

But as the plane flew through some bad turbulence, CJ's cage shook and flew open. "Wow!", shouted CJ.

"What a break! Adios, zookeeper dudes, I'm outta here!". Grabbing a nearby umbrella, he dashed for the exit and jumped out...

Using his umbrella as a makeshift parachute, he floated gently down to the ground. One look at the famous Eiffel Tower was enough to tell him he was far, far away from his folks back home. "Great jumping jumbos!", CJ exclaimed. "I've touched down in Paris!"

So CJ started out on his fantastic journey home, through the City of Paris, across the mountains of Switzerland, exploring the great pyramids of Egypt, and then into the jungle, deep in the heart of Africa.



CJ's Elephant Antics

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CONFRONT WITH A MONSTER

C.J.'s faced with the mammoth task of getting back to his family in Africa. On his way he'll have to watch out for a whole load of bad guys: Freaky Fingers, Savage Scoundrels, Slimy Snails and even Psycho Pandas! Luckily C.J. is not defenceless,

he can shoot peanuts through his trunk and even throw bombs.

CONTROLLING C.J.

- A button:** Makes C.J. jump
- B button:** Shoots peanuts through C.J.'s trunk (C.J. never runs out of peanuts but he can only fire one at a time)
- Left & Right:** Walks C.J. left and right (C.J. gradually speeds up when a direction is held)
- Down:** Throws a bouncing bomb (unless C.J. is out of bombs)
- Start:** Pause
- Select:** Used on the title page to select a One or Two player game (more on this later)

C.J. with his trusty Umbrella



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POW!

Bombs are very useful for getting rid of awkward enemies, but be careful not to waste them.

POPS

There are lots of spikes in C.'s way. Try to steer well clear of them as they are all intensely fatal.



Useful Bomb Spikes!



The Boss Battle!

UITS

There are many moving platforms that C. must use to progress through the game. Simply hop aboard and get ready to jump off at the right time!

BOSS!

When you reach the end of each level you will meet the Boss that blocks your way to the next level. You must shoot or bomb these bosses into oblivion, while they will do their best to put an end to C.'s Elephant Antics™

C.'s Fuzzy Drink!

When C. jumps or falls off a ledge, he uses his umbrella as a makeshift parachute, letting him fall from great heights.



TWO PLAYER GAME

In the Two player game both players play at the same time, player One controls the red C. and player Two controls the blue C.

Red C. will throw blue bombs and blue C. will throw red bombs. Sometimes you will see green, yellow or brown bomb icons, pick these up as they will give you another 10 extra bombs.



Two can play C.

POPS!

When some enemies go "Pop!" they leave behind fruit or cakes that C. can scoff for extra points. Sometimes they leave extra bombs, or a can of fuzzy drink that will give C. a burst of energy.



Go! DIZZY Go!

13

"It's a nightmare!", thought Dizzy™. He and many of the Evil Wizard Zoltan™ had done it again! He kidnapped Dizzy's friends whilst they were having a picnic in the woods and cast them into several strange and dangerous new worlds. Dizzy and Denzil™ must defeat the wizard's weird mazes to rescue their poor friends. Each friend has been trapped in a world of make-believe with many magical monsters.



Dylan™ was transported to a mysterious "ice blue ice" undersea world, deep in the ocean floor. He has only a few hours oxygen, so he must be rescued first. Poor old Dora™ is lost in a dark and gloomy forest where every route she takes leads to another tree. Grand Dizzy™ has been sent to an ancient and perilous Egyptian city.

Dizzy™ suddenly found himself in a lovely mountain wilderness and Dory™ has been imprisoned in the tallest tower of the evil wizard's castle!

Only you can help Dizzy and Denzil reunite the Yabbits...

Get Dizzy Get

14

Dizzy's Quest for the Yolkfolk



World 1,
the Forest Maze

For Dizzy™ to rescue his friends he must collect all the fruits in each of Zerk's mazes. When Dizzy completes five levels he can go onto the next world. There are five worlds for Dizzy to complete.

World 1	Dylan	Underwater
World 2	Dora	Forest
World 3	Grand Dizzy	Pyramid
World 4	Daisy	Mountain
World 5	Daisy	Castle

Dizzy, look at the mountain wilderness. If I could find my way into maybe I could get some sheep!



Controls

You can choose to play either Dizzy™ or Denial. Dizzy is controlled from pad 1, Denial is controlled from pad 2.

Up/Down

Left & Right will make Dizzy (or Denial) move around the maze.

Select

Switches between One player, Two player and Contest on the title screen.

Start

Starts the game and pauses the game when in play.

The different game modes

One player mode: This is just Dizzy on his own crusading against the enemy.

Two player mode: This enables Dizzy to team up with Denial to defeat the enemy.

Contest mode: This is really a competition to see who can get the highest score, not to see who can complete the most levels. There are six lives between you and when the other player dies, you get a massive score bonus. You use shared lives until they run out and the game finishes.



Two Player Contest

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1. *What is the purpose of the study?*
 2. *What are the research questions or hypotheses?*
 3. *What is the study design?*
 4. *What are the variables?*
 5. *What are the data collection methods?*
 6. *What are the results?*
 7. *What are the conclusions?*
 8. *What are the limitations?*
 9. *What are the implications?*
 10. *What are the future directions?*



Bombis!

You've been plunged into a strange new world and it's under attack! Your job is to drive around the maze in your *Stunt Buggy* and collect all the bombs that have been planted there.

To collect the bombs you will have to avoid an assortment of weird and wonderful vehicles. Luckily your *Stunt Buggy* is equipped with smoke which will temporarily confuse the enemy cars, allowing you to escape.



Stuntin' and!

The Screen Display

The bar at the top left of the screen shows how much smoke you have left. To the right of the bar is the lives counter.

On the bottom right of the screen is the radar. This shows you all the action going on in the maze...

- | | |
|----------------------------|---------------------------|
| White dots: | Enemy |
| Flashing white dot: | Your car |
| Pulsing circle: | The next bomb to collect. |
- To the left of the radar is a counter which tells you how many bombs you have to collect.

Stunt Buggy One spins up some ground



Controlling your Street Buggy

- B button** Drop smoke
Up/down
left & right will turn your car at the next available opportunity
Select Flows radar to other side of the screen
Start Pause
A button No effect

"You can use the direction buttons before you reach a corner and the move will be remembered."

Collecting Bombs

If you collect the bombs in their flashing order, you will be given question marks which will give your car a Power-Up. Most of these are good, but some are bad, so learn which ones appear where.

23

The Rocket Car

The Bonus Game

On this level you must collect all the dollar signs. But beware! - the dollar signs turn into killer spikes as soon as you run over them.

Two Player Game

In Two player mode, the players take turns to control their cars. Each car is a different colour and the player's number appears above the car as it appears from the hole.



The Bonus Game

Street Tips

- Learn how to 'smoke' the cars and then pass through them - this is very important!
- On some levels you will have to collect the bombs in flashing order; this is because you will need the mystery power-ups to complete the level.
- If you are taking too long to complete a level, a special enemy car will appear to make you hurry up!
- The closer enemy cars are the more they will harm you!
- Look out for hidden warps and cheats!



Red power-up

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Nintendo ENTERTAINMENT SYSTEM



CODEMASTERS™

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This is your chance to experience the high speed action scaled down to domestic resolution. You can race formula one racing cars on a pool table, helicopters around the garden or tanks around the bath tub. 11 individual characters and 8 levels of MicroMachines™. **This game is absolutely brilliant.**

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ABOUT CODEMASTERS AND ITS YOUNG FOUNDERS.

David and Richard Gilling started writing video games while they were in their early teens and still at school in England.



From these beginnings David and Richard became contract games authors. They wrote games for many major British software houses, and many of them turned out to be runaway best sellers. The boys had by then realised that they had a natural talent for coming up with games that people really want to play.

David and Richard formed Codemasters, their own company, in October 1986. Within a year Codemasters was the best selling games software publisher in the UK. Codemasters has dominated UK charts.

Over thirty of the world's best games people work at Codemasters global headquarters, a 95 acre farm in the heart of rural England. Codemasters has the resources, the expertise and the drive to bring you the very best in video game entertainment and that's exactly what Richard and David aim to do!

Nintendo ENTERTAINMENT SYSTEM

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- This device may not cause harmful interference and
- This device must accept any interference received including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and it may interfere and must be used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/television technician for help.

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